

The Lion King V.2



By Chris

Behold, adventurer! You are about to embark on a journey into the heart of Africa, into a land of vast savannas and untamed wilderness. This is the land of the Pride Lands, where a mighty pride of lions known as the Pride Landers reign supreme. Your arrival is imminent, a month before the fabled birth of Simba, the future ruler of the Pride Lands. But fear not, for you have been granted +1000 Choice Points to prepare yourself for the challenges and opportunities that lie ahead. Are you ready to take your place in this fabled realm, and leave your mark on its history? The choice is yours.

ORIGIN

Commoner

This is the Token Drop-In option, also known as the commoner option. As a member of this option, you lead a simple life in the Pride Lands, performing mundane tasks and living day-to-day. Depending on your species, your routine might involve hunting for food or avoiding predators. You're not widely known, but sometimes being invisible can be an advantage.

Servant

You have devoted your life to serving others, be it the Lions of Pride Rock or the wicked Hyenas of the Elephant Graveyard. You possess an extensive knowledge of the art of subservience and know how to grovel at the feet of those in power. But despite the lowly

nature of your position, there are benefits, as your unobtrusive presence allows you to go unnoticed and gather information unnoticed.

Royalty

As a member of the royal family of Pride Landers, you've gained your place either by blood or adoption. While your species may raise a few eyebrows, few will dare to question your right to belong to the esteemed lineage. So, whether you're a lion, hyena, or any other creature, you're a rightful member of the Pride Landers' royal family, and your place among them is secure.

Villain

As a Villain, perhaps you've experienced rejection or injustice, leading you to embrace a life of villainy and pure malevolence. Whether you were denied your rightful place to rule or shunned by society due to prejudice, you've made it your mission to disrupt the natural order of things and wreak havoc wherever you go. With your dark intentions fueled by green fire and an impressive singing voice, you're a force to be reckoned with in the Pride Lands. So let your inner villain shine and embrace your wickedness to the fullest.

SPECIES

Small +50CP

In this Jumpchain, you have the option to select any small animal - predator or prey - that is native to Africa and around the same size as Timon and Pumbaa. By choosing a small animal, you will receive an additional 50 CP that can be used to purchase perks or items. However, being small means that you will need to rely on your quickness and agility to avoid being stepped on or preyed upon by larger animals. So, be sure to choose wisely and use your size to your advantage to emerge as a successful contender in the animal kingdom of the Pride Lands.

Medium - 0CP

In this Jumpchain, you have the option to select any medium-sized animal - predator or prey - that is native to Africa and around the same size as a lion or a hyena. This option is completely free, as many of the inhabitants of the Pride Lands are of medium size, and choosing this option offers neither an advantage nor a disadvantage. So, feel free to choose the animal that best suits your playstyle and emerge as a fierce and respected member of the animal kingdom in the Pride Land

Large - 50CP

In this Jumpchain, you have the option to select any large animal - predator or prey - that is native to Africa and around the same size as an elephant or a hippo. However, this option comes at a cost of 50 CP, as the immense size grants you brute strength and durability that can be used to your advantage. But as the saying goes, the bigger they are, the harder they fall, so you must be careful and use your size wisely. Choose your animal carefully, and use your massive size to establish yourself as a true king of the animal kingdom in the Pride Lands.

Exotic Modifier - 100CP

The Exotic Modifier is a unique option available in this Jumpchain that can be added to your regular Size Purchase to transform your chosen animal species into any non-extinct animal found worldwide. The prices and concessions do stack with your chosen size, allowing you to create a truly unique and exotic animal form that fits your playstyle. For instance, if you opt for a small size and add the Exotic Modifier, the cost will be reduced to 50 CP. Conversely, if you choose the Large Size and add the Modifier, the total cost will be 150 CP. So, let your imagination run wild, and choose the animal that best represents your innermost desires and abilities.

Extremely Exotic Modifier - 200CP

If you're looking for an even more unique animal form, consider the Extremely Exotic Modifier, which allows you to transform your chosen species into any extinct animal from any time period. When combined with your regular Size Purchase, this option allows you to create a truly one-of-a-kind form tailored to your specific needs and desires. Keep in mind that the prices and concessions do stack with your chosen size, so if you select a small size and add the Extremely Exotic Modifier, the cost will be reduced to 150 CP. On the other hand, choosing the Large Size and adding the Modifier will result in an overall cost of 250 CP. So, if you're up for the challenge, let your creativity soar and create the ultimate extinct animal form to dominate the Pride Lands.

PERKS

General

Singing - Free

Behold, a must-have perk for any true Disney aficionado! As expected, a singing ability is a quintessential addition to this Jumpchain. With this perk, you'll find yourself capable of matching pitch with the greatest of vocalists, and let's be honest, the Disney Universe boasts quite a few of those. So go ahead, unleash your inner songbird and let your voice be heard throughout the Pride Lands and beyond!

How to Pounce - 100CP

You possess a heightened proficiency in utilizing the natural defenses of your form to devastating effect. From the sharp quills of a porcupine, to the razor-sharp claws of a lion, or even the imposing tusks of a boar, you possess a lethal arsenal at your disposal. With this perk, you are a force to be reckoned with in any confrontation.

Fierce Flatulence - 400CP

You have a formidable stomach. Your ability to produce an overpowering stench is so potent that it can render a whole crowd of animals unconscious. With proper training, this repulsive ability can be utilized as an effective weapon against foes. Unlike Pumbaa, you possess complete control over when to release your stench, and you won't do so accidentally at an inappropriate moment.

The Great Kings Before Us - 600CP

In the event of your demise, fear not, for your spirit shall persist in the mortal plane. You will take on the ethereal form of a cloud, shaped to resemble the alt-form you inhabited before your passing. However, this state of existence is not without limitations. Your spectral form may only maintain a visible manifestation for a brief period before succumbing to exhaustion. To transcend to your next destination, you must aid a lost soul in fulfilling their ultimate fate. Failure to do so before the end of this Jump will result in a catastrophic failure of the entire chain.

Commoner

Hakuna Matata - 100CP

This powerful perk enables you to transcend the anxiety caused by uncontrollable circumstances. By activating this ability, you will find a new level of calmness and inner peace, allowing you to navigate through any situation with unwavering confidence. Whether you're facing down a dangerous enemy or grappling with an unexpected twist of fate, this perk will help you keep your cool and maintain a clear head. Best of all, it can be activated or deactivated at will, giving you complete control over your emotions and reactions.

It Means No Worries - 200CP

With this perk, places you deem to be perfect transform into impregnable sanctuaries. As long as you remain within these locations, no harm will befall you or any companions you choose to bring in. Only the most fateful of circumstances, such as a beloved companion being drawn in by the "Can You Feel The Love Tonight" perk, can circumvent this formidable safeguard.

For The Rest of Your Days - 400CP

As a guardian, you possess a unique ability to unlock the full potential of those under your care. You can transform a weak and vulnerable creature into a strong and capable one, even when resources are scarce. For example, you could nurture a malnourished lion cub and ensure that it grows up to be a fierce and healthy predator, even if its diet is limited to insects.

It's Our Problem Free, Philosophy - 600CP

With this perk, you possess the power to override primal instincts, both within yourself and others. You can train a carnivore to view you as a companion rather than prey, no matter if you are an antelope and they are a lion. Additionally, you can rewire the natural inclinations of creatures around you, teaching a bull not to charge at the color red. Even the elements seem to submit to your will, yielding to your exceptional abilities.

Servant

Babysitting - 100CP

You possess a remarkable talent for handling and nurturing young ones, even if they are not your own. Regardless of the species, you have a unique ability to guide and supervise children, ensuring their safety and well-being. You have a natural affinity for calming tantrums, settling disputes, and keeping them entertained, making you the go-to caretaker for many parents. Your skills in managing and caring for children are unmatched, and you are always up to the challenge, no matter how difficult it may seem.

Administrative Duty - 200CP

This perk bestows upon you an exceptional gift for administration and record-keeping, vital skills that are often underestimated in any kingdom. Despite the absence of traditional paperwork in the animal kingdom, you have an innate ability to recall important dates and facts with ease, allowing you to keep track of important information and make sound decisions. Your sharp memory and attention to detail will prove invaluable in maintaining order and stability in any situation.

They're At The Elephant Graveyard! - 400CP

With this perk, you possess the remarkable ability to form deep empathic connections with the people who matter most to you. With your heightened tracking skills, you can locate anyone you share a close bond with, whether it be a friend or a ward. Moreover, those with whom you share an unbreakable bond can act as a beacon in times of need, guiding you to their location with remarkable speed and accuracy.

Shamanism! - 600CP

Your mastery over the ancient Swahili Shamanism is unparalleled. You possess the ability to communicate with the spirits, glimpse into the past or future, and manipulate the very elements themselves. Your connection to the spirits of Air, Water, Earth, and Fire grants you the power to perform incredible feats and wield elemental forces with ease. It is as if the great Rafiki himself has imparted his knowledge upon you.

Royalty

Oh, I Just Can't Wait to be King! - 100CP

This perk endows you with an endless wellspring of optimism and hope that keeps you going even in the toughest of situations. With a never-say-die attitude, you relentlessly pursue your dreams with unshakable determination and unwavering faith in yourself. This perk is a veritable morale booster that uplifts your spirits and gives you the strength to face any challenge with a positive outlook.

Can You Feel The Love Tonight - 200CP

With this perk, fate seems to conspire in your favor when it comes to reuniting with your beloved. Even the environment itself may bend to create romantic scenarios for your reunion. This is a love story, and nothing is too cheesy or embarrassing when it comes to being with the one you love.

Everything the Light Touches - 400CP

With this perk, the appearance of your kingdom reflects your style of leadership. If you rule justly and benevolently, the kingdom will be bright and warm, creating a welcoming and

positive atmosphere. However, if you rule through fear and intimidation, the kingdom will be shrouded in darkness and filled with death and despair. This effect can be adjusted, but it will always reflect your style of rulership as a King/Queen.

Roar of the Elders - 600CP

You possess an ancient mystical ability known as the Roar, a power usually reserved for the leader of the Lion's Guard or the second-born of the monarch. Despite not fitting either of these criteria, you have the ability to unleash a powerful roar that can cause a variety of effects, including control over the weather, summoning spirits, manipulating the earth, and unleashing concussive force. The Great Kings can veto your use of the Roar during your stay, but in later Jumps, you'll be able to use this power without restriction. Be cautious not to anger the Great Kings during your time here.

Villain

“Oh, I Shall Practice my Curtsy” - 100CP

Your sharp wit and clever tongue have been honed to a razor's edge, allowing you to effortlessly craft cutting remarks and biting sarcasm. Your words can slice through even the thickest of egos, leaving your target reeling from the verbal assault. You have a natural talent for wordplay and a quick wit, making you a master of quips and comebacks. Your sarcasm is not only a means of defense, but also a weapon to be wielded for strategic advantage in any social or intellectual exchange. Your words can charm, disarm, or wound with ease, depending on your intention. However, it's important to remember that with great power comes great responsibility, and using your sarcasm indiscriminately can cause harm to those around you.

Honeyed Words - 200CP

Your words hold immense power, allowing you to charm and persuade others with ease. By speaking with just the right tone and phrasing, you can effortlessly influence others to see things from your perspective and carry out your wishes. You possess a silver tongue that can spin webs of deceit and manipulation, leaving those around you none the wiser to your true intentions. However, be careful not to overuse this gift, as it can easily turn those you have charmed against you if they discover your true motives.

The Roar of Vengeance - 400CP

You have the power to name someone as your heir, and through this connection, you can subtly influence and guide them towards accomplishing your goals. By leveraging their own desires and motivations, you can manipulate them to work towards your objectives without them even realizing it. In the event of your death and activation of The Great Kings Before Us perk, you can take on a Cloud Form and use it to further direct and urge your chosen heir to complete your mission, ensuring your legacy and plans are carried out even after your passing.

Long Live The King - 600CP

Tired of the typical path to success? This perk allows you to take matters into your own hands and seize positions of power through more unconventional means. By eliminating those above you, whether through force or cunning, you can step into their shoes and take

control. However, be careful not to be seen by any potential threats, as suspicion may fall on you. While this perk guarantees you the position, it doesn't grant you the necessary skills or connections to excel in your newfound role.

ITEMS

General

A Family - 200CP

... of your very own. And it doesn't always consist of blood relatives. Depending on your Origin, this item changes, but it always serves as a source of support and camaraderie. As a Commoner, you will meet individuals who share your values and interests, and quickly form a close bond with them. As a Servant, you will find loyal blood relatives who will always be willing to help you, even at great personal cost. If you're Royalty, you will have a small group of best friends who have known you since childhood, and who will always have your back.

And if you're a Villain, you'll have a motley crew of flunkies and thugs who will follow your every command, no matter how heinous. While they cannot be taken as companions, these NPCs will continue to appear in future Jumps, adapting to the most common race or species of the new world.

Pride Lands - 600CP

You are the proud owner of your very own Pride Lands, a vast expanse of territory that includes everything the light touches as seen in the official canon movies, comics, and shows in the Lion King franchise. This is no small piece of land; think of it as a decent chunk of central Africa. If you also purchased **Pride Rock**, you are automatically the uncontested ruler of this land and all its inhabitants. Without it, you still own the land, but the creatures who live there don't necessarily have any allegiance to you.

If you purchased the **Oasis**, those who wish to harm you will struggle to find the Pride Lands, as the land will gain the protective effects of the **Oasis**. If you purchased **Rafiki's Tree**, divination magic and rituals will be strengthened while you are in the Pride Lands. And if you bought the **Elephant Graveyard**, any invaders will be filled with dread, and their resolve will crumble after prolonged exposure.

You can choose to have the Pride Lands as a Warehouse Extension, or import it into future jumps as its own island or part of an existing landmass. This is truly a remarkable item, and with it, you will have a vast and rich kingdom at your disposal.

Commoner

Makeshift Hula Costume - 100CP

This alluring costume is designed to capture attention and distract even the most focused onlooker. It's particularly effective when paired with a melodious singing performance.

Additionally, for no additional fee, you can infuse the characteristics of another outfit into this one, and benefit from all of the features mentioned above.

A Platter of Bugs - 200CP

You receive a handcrafted platter made of sturdy bark, lined with fresh, edible leaves. Once per day, this platter will automatically refill with a diverse selection of delectable bugs. Much to your surprise, these bugs are not only nutritious but also incredibly flavorful, appealing even to herbivores. With this platter, you will never have to worry about going hungry or missing out on a unique and tasty culinary experience.

Oasis - 400CP

You now possess a stunning oasis, complete with a vast lake and cascading waterfall. The lush rainforest surrounding the oasis provides an abundance of sustenance for both herbivores and carnivores. While within the safety of the oasis, you can rest assured that you are protected from those who seek to harm you, as it remains well hidden from prying eyes.

Servant

Major Domo Beads - 100CP

This necklace is adorned with special beads that signify your allegiance to a powerful entity. As long as you wear it, you are protected by the one you have pledged your loyalty to. The design of the necklace can be personalized at the beginning of each Jump, giving you the freedom to customize its appearance to your liking. If you already have a beloved piece of jewelry, you may import it into this necklace at no additional cost, granting it the same powerful protections.

Shaman Staff - 200CP

You wield a mystical staff, similar to Rafiki's, with gourds attached to the top that can be broken in half to release colorful juices that can be used to paint images and give blessings. This staff also doubles as a formidable whacking stick in combat. The mere presence of this staff signals to others that you possess mystical abilities, and how they treat you depends on your actions and attitude. The appearance of this staff can be customized upon starting a Jump, and for no additional cost, you may import an existing staff or wand to gain all the features mentioned.

Rafiki's Tree - 400CP

You receive a replica of Rafiki's Tree which, though plain on the outside, has a spacious, hollow trunk inside that's perfect for conducting rituals and painting on the walls. When you meditate inside the tree, you can receive visions of the past, present, and future. These visions can be easier to discern for those with experience in shamanism.

Royalty

Iconic Birthmark - 100CP

You bear a unique birthmark in a shape of your choosing, granting you an air of importance that is difficult for others to ignore. Those who witness your birthmark are more likely to trust your judgment, follow your lead, and view you as a natural authority figure. However, those with a strong sense of self may resist this influence if their beliefs conflict with yours. The birthmark can be passed down to your children, either automatically or through a personalized ritual of your choosing. The specifics of the ceremony can be tailored to fit your preferences.

Gopher Information Network - 200CP

You gain access to a vast network of Gophers that are expert burrowers and scouts. They inhabit the area you are currently in, and can provide valuable intelligence on any threats or activities in the region. The Gophers will occasionally surface to provide updates on the happenings in the surrounding area, and will give you an early warning of any approaching danger. You can also summon them to receive a more detailed report, but they will take some time to gather new information before responding. This network is limited to the area you are currently in, and does not extend beyond it.

Pride Rock - 400CP

You possess an exact replica of Pride Rock, the iconic mountain from the Lion King franchise, which can be brought with you to future worlds. The area surrounding the rock, up to 100 miles in all directions, is considered yours if you own Pride Rock. The inhabitants of the land will acknowledge your authority if you rule justly and equitably, although the definition of these terms may vary depending on the culture and customs of the region.

Villain

Bone Cage - 100CP

You now possess a collection of cages made from the strongest and most durable bones, available in different sizes to fit any creature. These cages have been enchanted to be nearly impossible to escape from, making them ideal for capturing and containing dangerous creatures or enemies. Their strength is unparalleled, ensuring that even the largest and strongest of creatures will be unable to break free. Whether used for protection, study or interrogation, these bone cages are a powerful tool in your arsenal.

Summonable Stampede - 200CP

You possess the ability to summon a stampede of large animals once a month, perfect for creating a diversion or carrying out an assassination. The type of animal is entirely up to you, but they will vanish without a trace once their task is completed. They require a full month to recover before they can be summoned again, so use them wisely.

Elephant Graveyard - 400CP

This graveyard may not be the most aesthetically pleasing, but it serves as an excellent hideout for those seeking refuge from the outside world. The site is adorned with elephant skeletons, some of which hold secret passages leading to underground caverns. The area exudes an intimidating atmosphere, deterring any curious intruders. This makes it a valuable

location for any nefarious individual looking to remain incognito. Additionally, the graveyard comes with non-player characters of your choosing, regardless of their species.

Companions

Import/Create - 50CP

With this purchase, you gain the ability to import or create two companions for every purchase, up to a maximum of eight companions for 400 CP. Each companion receives a free Origin and Species, and 700 CP to be spent on perks and items. However, companions are unable to purchase any perks or items that cost 600 CP or more, discounted or not.

Canon Companion - 100CP

By purchasing this option, you can select one character from the canon of the world you are visiting that you will definitely meet during your stay. However, whether or not they will join you on future Jumps will depend entirely on your persuasive skills.

The Jumper's Guard - 400CP

For those who have taken Roar of the Elders, this item is discounted and allows you to form your own version of the Lion's Guard. You can either create or import up to 5 companions who will take on the roles of the Strongest, the Bravest, the Fastest, the Smartest, and the Keenest of Sight. Each companion will receive 700 CP to spend and will gain a boost in their respective specialty. As the leader of the Guard, it will be up to you to train and guide your companions to be the best they can be.

DRAWBACKS

You can gain up to 600 CP from drawbacks

Same Story, Different Actor +0

This drawback allows you to import yourself as any canon character in the world you're jumping to. This provides a unique opportunity to experience the world from the perspective of an established character, but comes with the challenge of navigating their established storyline. If taken alongside the Rewind/Fast Forward drawback, you'll have even more options for manipulating the timeline and exploring different paths within the canon.

Rewind/Fast Forward +0

This perk allows you to change the setting of the world you're jumping into to match any of the movies, comics, games, or even fanfiction versions. Whether you want to experience Scar as the Leader of the Lion's Guard, start when Kiara meets Kovu, or go to a completely different version of this world, the choice is yours to make.

The Lion-Kin +0/100/300/600

At the base level, this Drawback transforms the regular African Savannah animals into anthropomorphic versions, while regular animals still serve as a source of food. You are forced to become an anthropomorphic version of the species you chose.

The +100 CP Tier locks you into a predator species and turns you into an animalistic version of that species. On the other hand, the +300 CP Tier locks you into a prey species and turns you into an animalistic version of it. At the +600 CP Tier, every species, including food sources, is turned into an anthropomorphic animal. Fish and plants are also included, while grubs and insects remain in their animalistic form.

Post-Jump, you gain the ability to toggle between your Anthro Alt-Form and the natural Animal version of that Alt-Form. This means that you get two Alt-Forms for the price of one.

Hyperrealistic Remake +100

Get ready to feel uneasy as you've chosen to enter the live-action remake. The animation might look a bit too realistic, causing the Uncanny Valley effect to kick in. Additionally, there may be a strange contrast that makes everything look a bit too sharp. And don't be surprised if you hear people on the internet making jokes about the odd absence of certain anatomical features.

Tone Deaf +100

During your time in this jump, you will suffer from a complete lack of musical talent. Not only that, but you will also feel a strong urge to participate in any and all musical performances that occur in your vicinity, regardless of how poorly received your singing may be by others.

Feast and Famine +200

Prepare for the ever-changing seasons of the Pride Lands. At times, there will be an overabundance of wildlife and resources, while at others, the food will be scarce and the animals will struggle to survive. These changes will occur sporadically and without warning, disrupting any plans you may have had and forcing you to adapt to the current situation. Be prepared to face the challenges of managing a fluctuating ecosystem with no regard for the traditional seasons.

Circle of Life +200

You are a devout believer in the Circle of Life, and as such, you are unable to harm any animal unless it is for sustenance. You are also obligated to protect any animal within your sight from danger and prevent others from hunting for sport or pleasure.

African Poachers +200-300

In this world, poachers are a serious threat to your safety. You've been identified as a valuable target, and poachers will stop at nothing to capture you and sell you to the highest bidder. If you are captured, it will likely result in a chain failure. For an additional 100 CP, the poachers have orders to kill rather than capture you. They want your hide and are not willing to pay extra to ship a live animal.

Hybrid +400

You are the offspring of two different species that cannot interbreed, resulting in a Liger or a similar hybrid with incompatible DNA. You are prone to sickness and weakness, and will be shunned as a freak by society. To take this drawback, choose two animals from the same tier that are genetically compatible enough to create a hybrid offspring without becoming a monstrous mutation. For example, a combination of a zebra and a horse is acceptable, but a combination of a flamingo and a crocodile is not.

Predator vs. Prey +400

People's initial reactions to you are heavily influenced by the animal species you are. Some may be scared and flee upon seeing you, while others may see you as prey. Some may be indifferent. Even main characters may struggle to overcome their first impressions of you.

Remember, first impressions can be lasting.

Backseat Leaders +400

Prepare to hear the unending criticism of your ancestors throughout the entirety of this jump. As the night falls, you will be haunted by their voices in the stars and the plains, listing your every failure to meet their standards. Even if you manage to meet one ancestor's expectations, another will quickly surface to complain about your actions.

The King is their People and Place +600

As the appointed guard of the king, any harm done to the ruler of the land will be reflected in the state of the land itself. If the king's soul becomes corrupted, the land will become dark and barren. Conversely, if the king is benevolent and majestic, the land will flourish and animals will frolic. Be warned, the responsibility of ensuring the king's well-being will fall solely on your shoulders.

Not Bipedal +600

As an animal, your ability to use perks is severely restricted. If you have four legs and no hands, you won't be able to perform any spellcasting that requires hand gestures. However, you can still use perks and abilities that are demonstrated to be used by animals, such as Bending, provided that your chosen species is suitable for the animals that use those abilities.

Hated Species +600 (Cannot be taken with Royal Origin)

You are a victim of historical grudges. Due to an action by someone in the past, the royal family of the pride lands has banned your entire species from the light. Despite being born after the falling out, everyone in the pride lands holds you responsible for the exile of your species. As a result, you will live your life being despised by all.

IMPORTANT CLARIFICATIONS

1. If you took the Lion-Kin Drawback and you wish to have children while in the Jump with members of a different species you have two options. You can either go the Asari Route where the child is always the same species as the mother, with some cosmetic features from the father, or you can say "Screw Genetics" and go crazy with

some Chimerical Combinations. Want your Eagle Jumper to have a kid with a Lion? I guess you're gonna have a Griffon kid.

2. If you have both the Hybrid and The Lion-Kin drawbacks, this will get rid of the limitation of only being a hybrid of two similar animals. Only problem is, now you are a bit... odd. Whereas with the base Hybrid drawback you'd look relatively normal, but everyone would find you disgusting, now you look slightly disfigured. Mum was a snake and Dad was a Panther? Your gonna have mostly scales with random patches of fur sticking through, and fangs that sit uncomfortably in your mouth. Oddly enough, this disfigurement only affects you. Any children you have will be born healthy. I'm not THAT evil.